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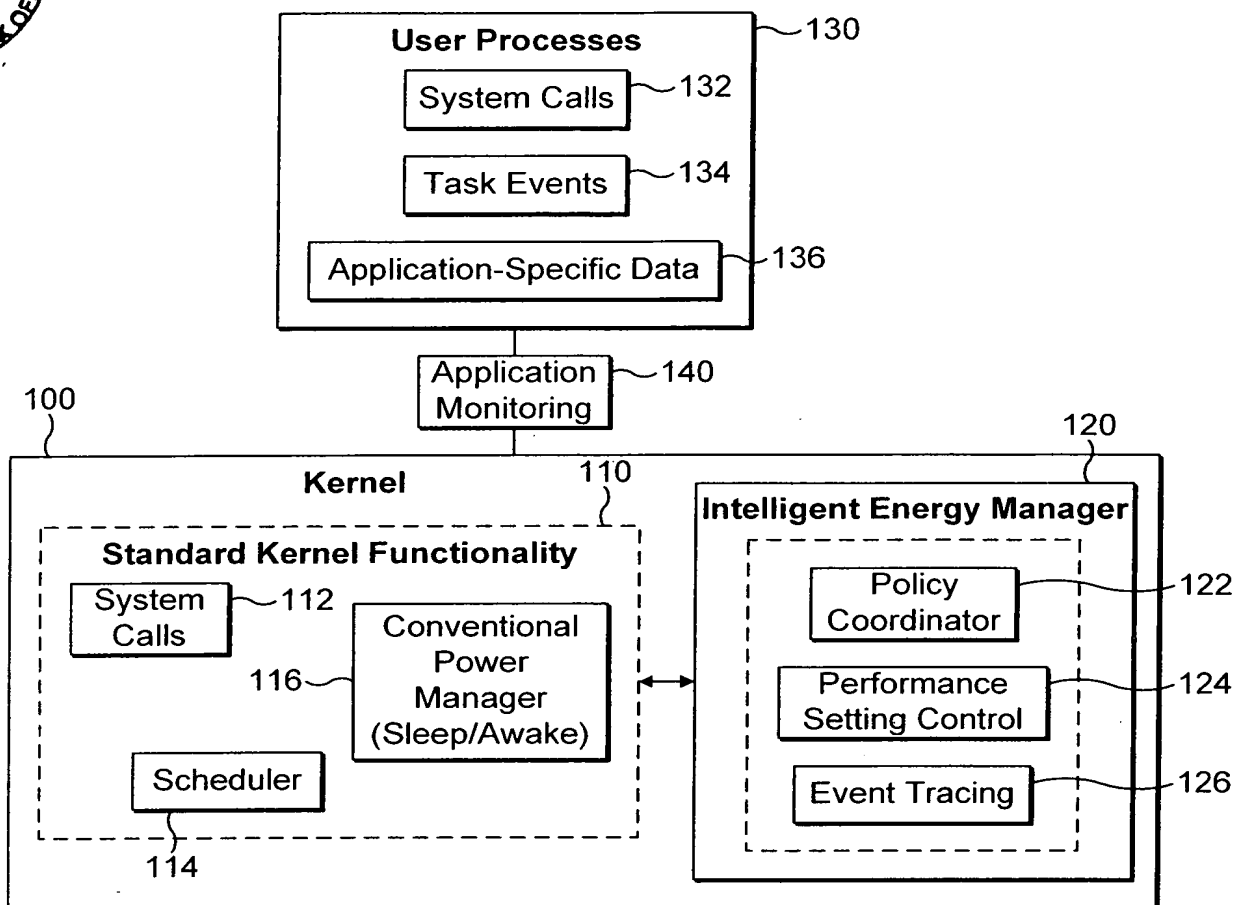


FIG. 1

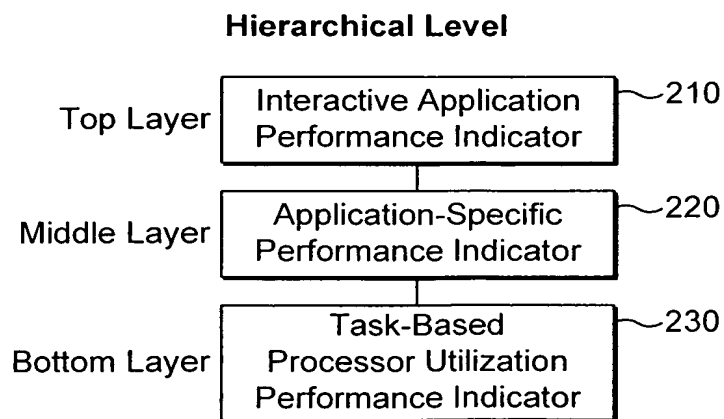


FIG. 2

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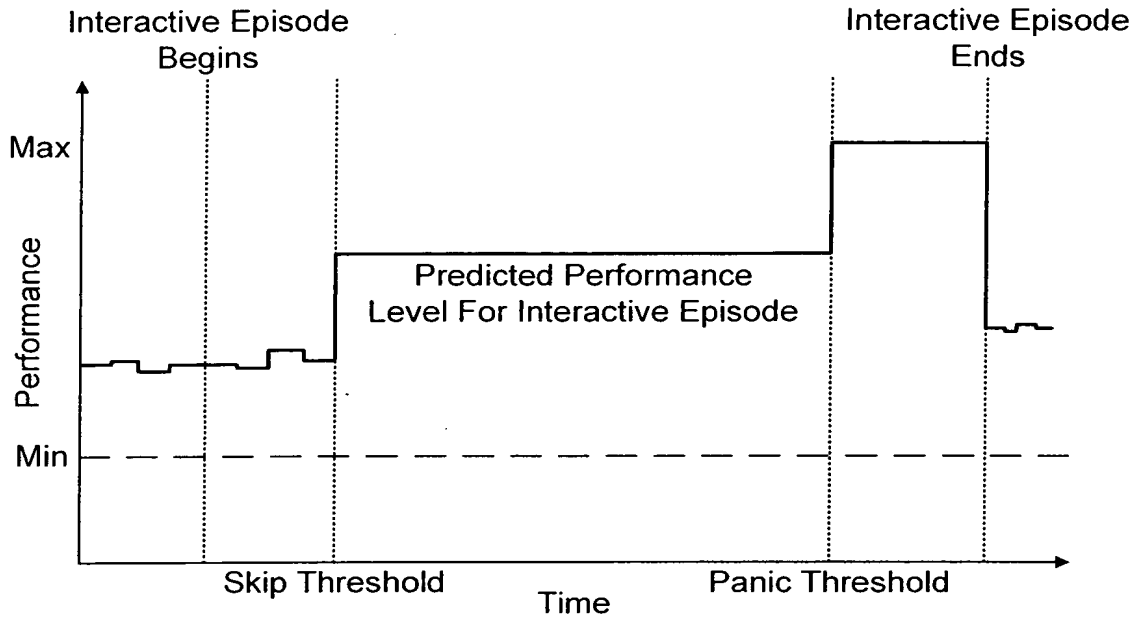


FIG. 3

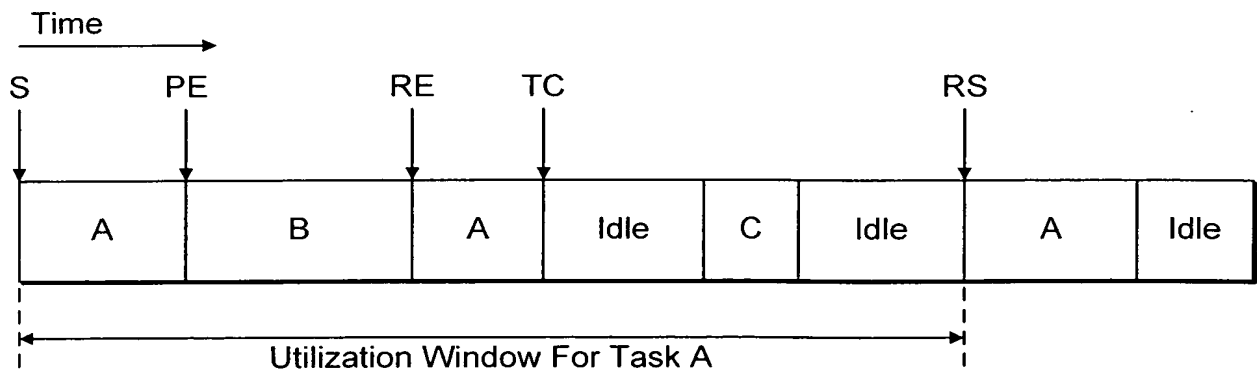


FIG. 4

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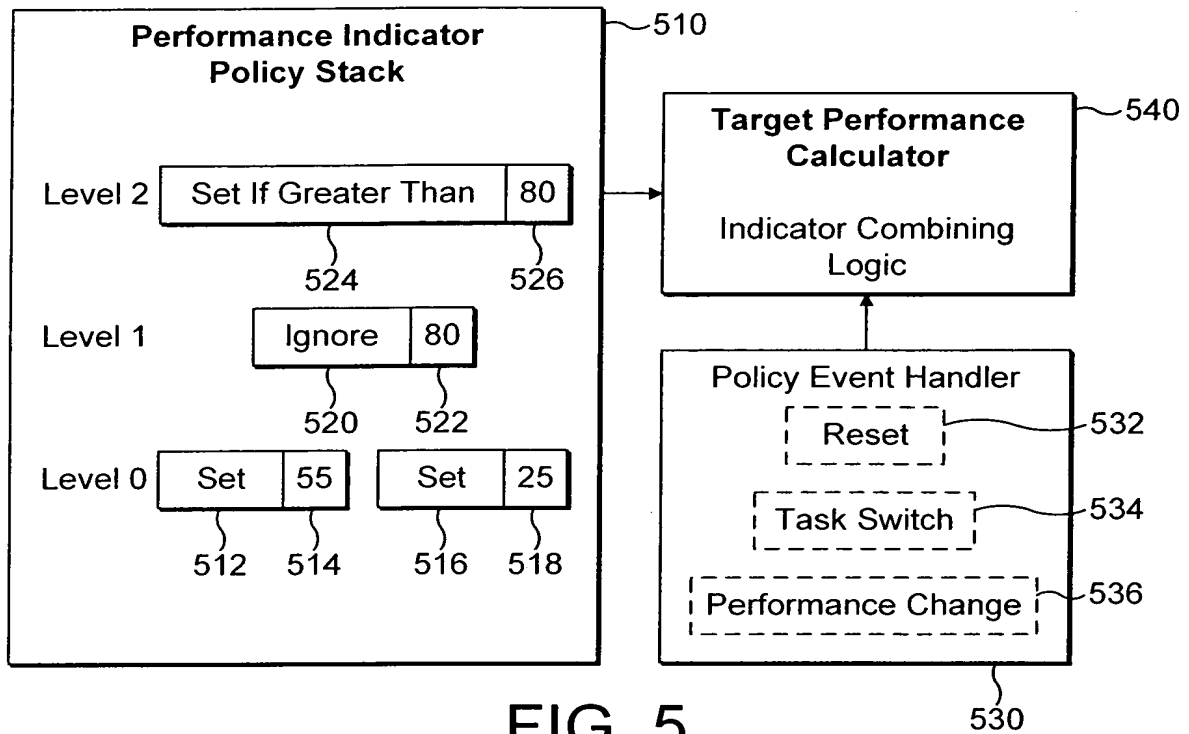


FIG. 5

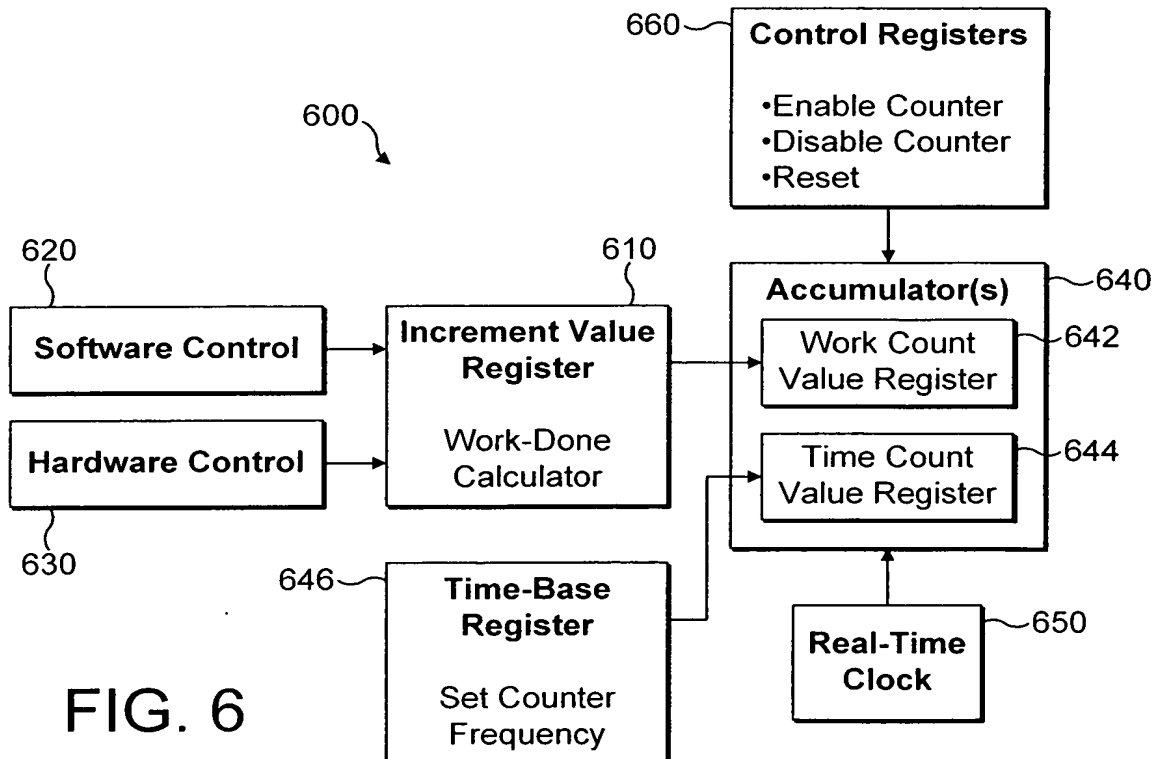


FIG. 6

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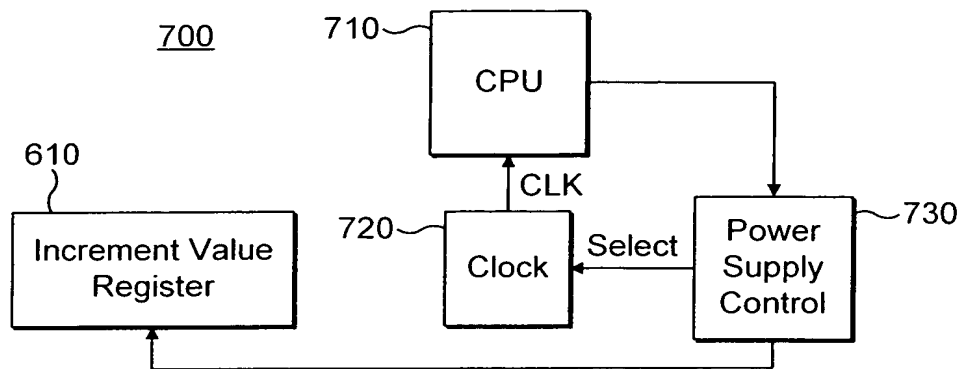


FIG. 7

		Execution Statistics			MPEG Decode	
		Length(s)	Idle	Sleep	Ahead(s)	Exactly On Time
Danse De Cable 320x160 +audio	LongRun	247.1	54%	23%	148.10	6
	Present Technique		27%	4%	68.74	1012
Legendary 352x240 +audio	LongRun	19.4	33%	13%	7.20	19
	Present Technique		24%	7%	4.79	65
Red's Nightmare 320x240	LongRun	49.1	48%	36%	26.31	5
	Present Technique		32%	13%	16.53	74
Red's Nightmare 480x360	LongRun	49.3	22%	15%	12.48	87
	Present Technique		18%	11%	8.17	139
Roadkill Turtle 304x240 +audio	LongRun	121.3	46%	19%	64.93	5
	Present Technique		25%	4%	33.34	237
Sentinel 320x240 +audio	LongRun	35.6	28%	10%	11.05	80
	Present Technique		19%	5%	6.32	231
SpecialOps 320x240 +audio	LongRun	60.8	30%	11%	19.01	129
	Present Technique		20%	5%	12.67	305

FIG. 8

	LongRun				Present Technique				Mean Performance Reduction Over LongRun		
	Fraction Of Time At Each Performance Level (Mhz)				Fraction Of Time At Each Performance Level (Mhz)						
	300	400	500	600	300	400	500	600			
Danse De Cable  Legendary  Red's Nightmare Small  Red's Nightmare Big  Roadkill Turtle  Sentinel  SpecialOps	6%	19%	33%	54%	89%	51%	48%	0%	0%	59%	34%
	0%	3%	17%	79%	96%	0%	8%	88%	4%	82%	15%
	11%	35%	35%	19%	80%	95%	2%	0%	3%	52%	35%
	0%	5%	21%	74%	95%	0%	0%	90%	10%	85%	11%
	3%	10%	23%	64%	92%	1%	97%	1%	0%	66%	28%
	0%	0%	14%	86%	97%	0%	0%	93%	7%	84%	13%
	1%	2%	14%	83%	96%	0%	2%	93%	4%	83%	14%

9. 6 17

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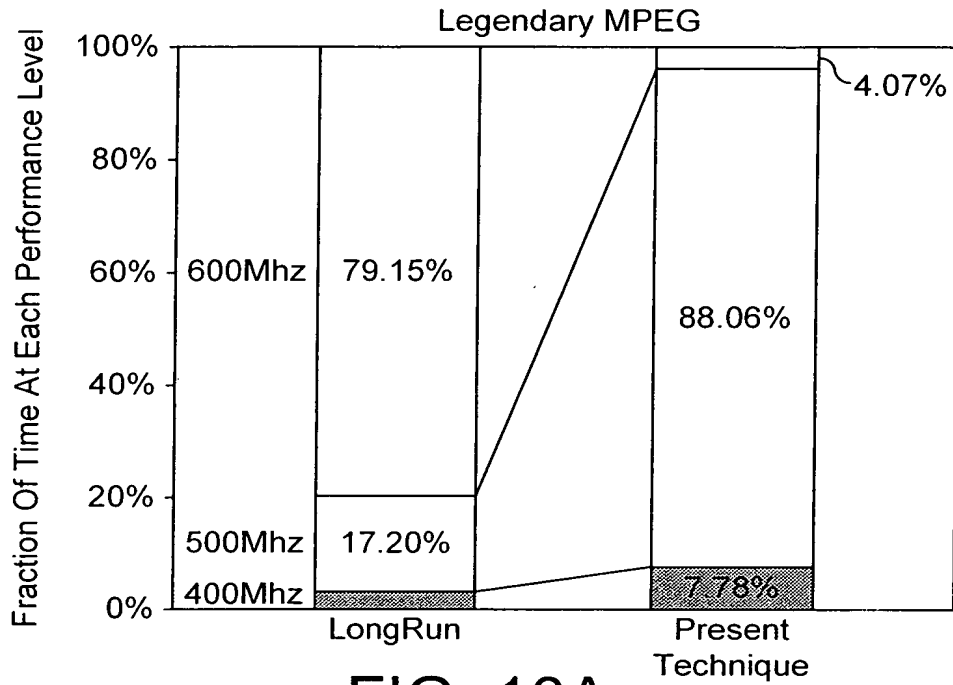


FIG. 10A

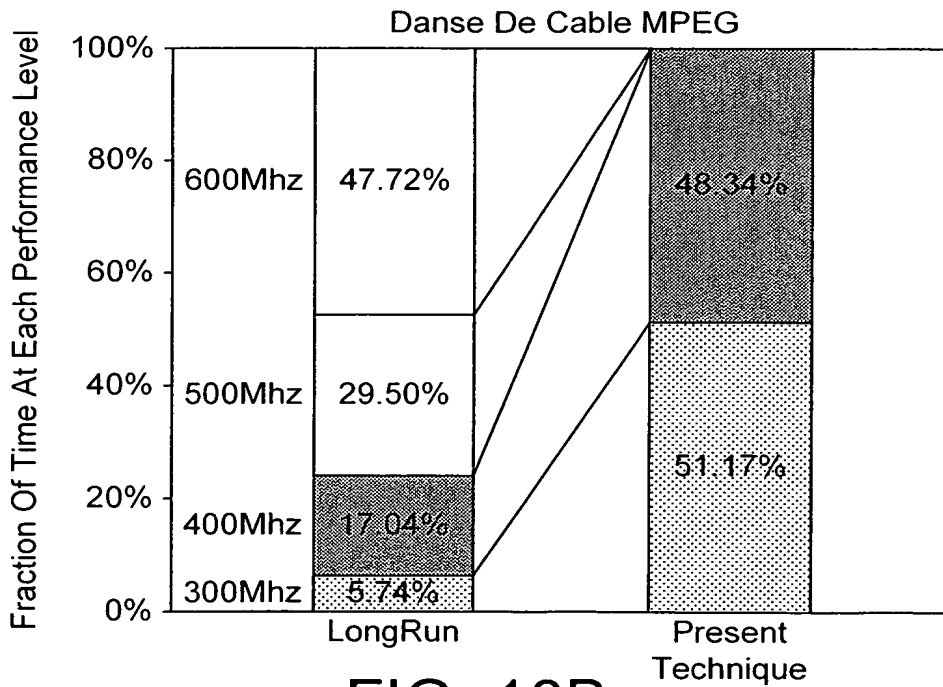


FIG. 10B

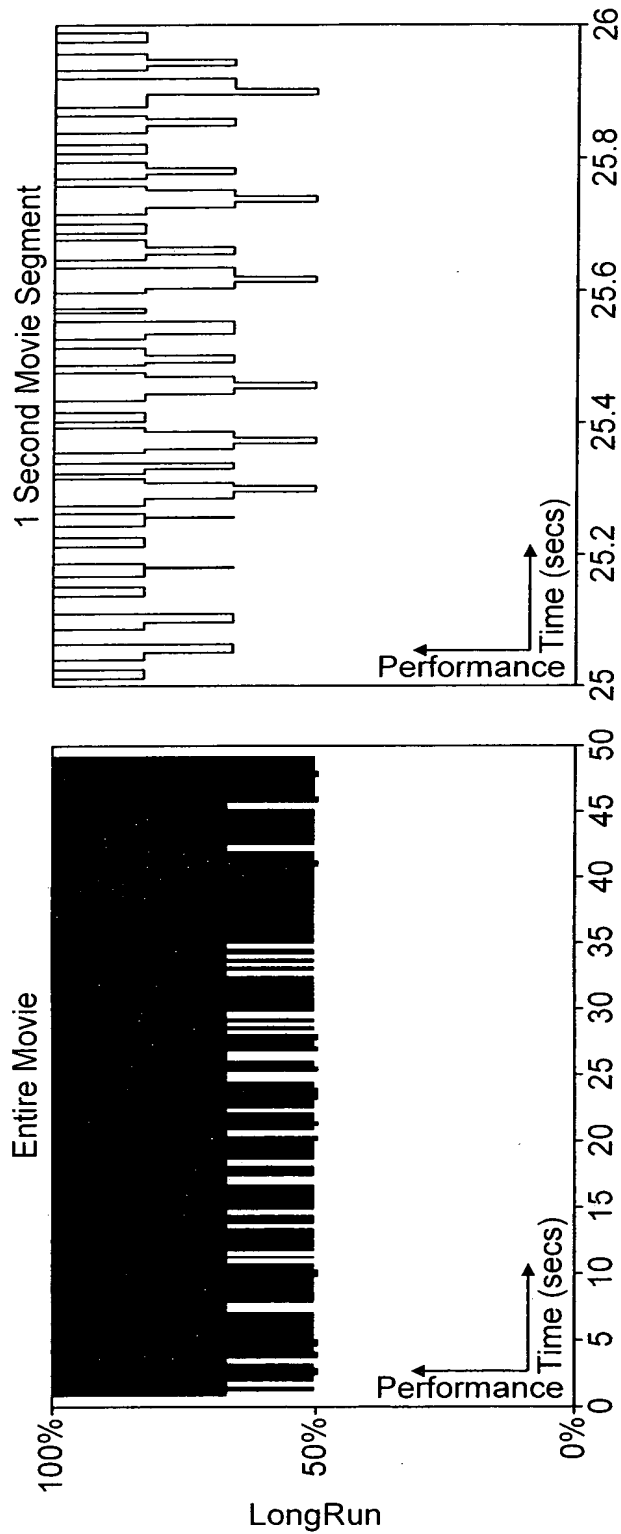


FIG. 11A

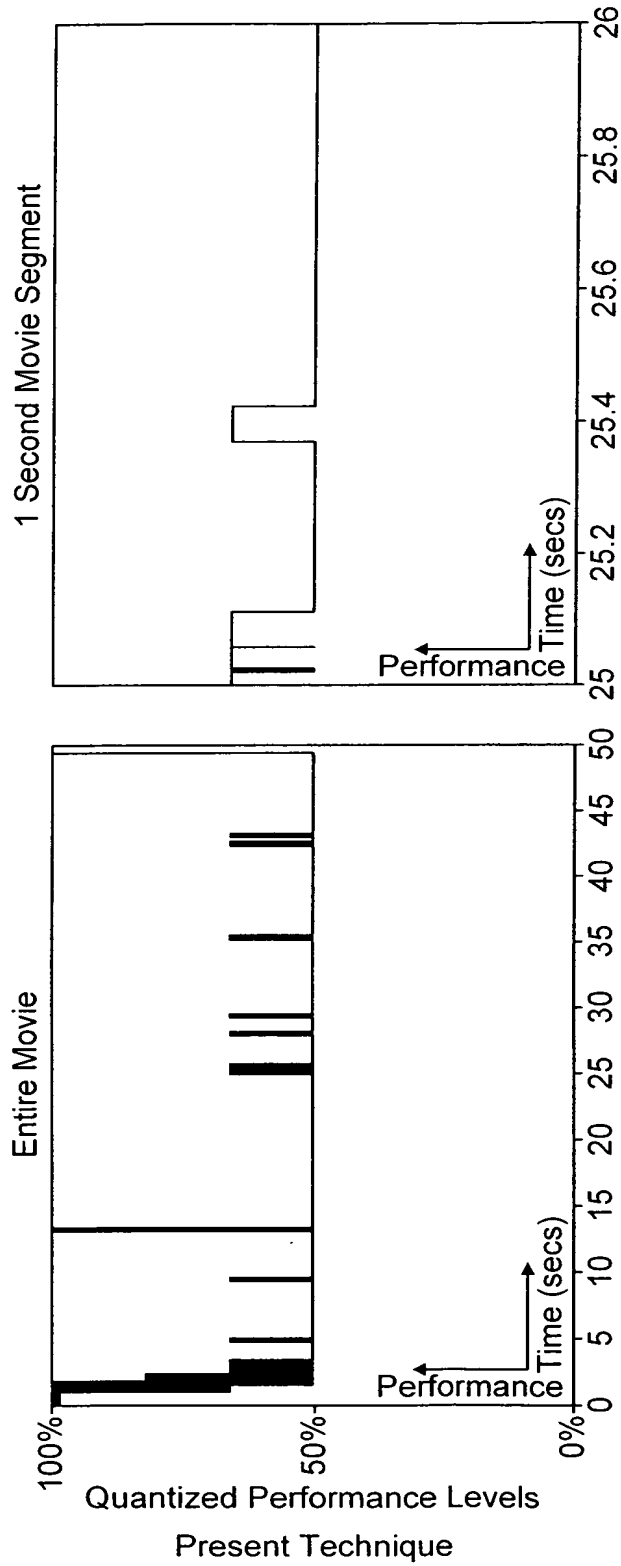


FIG. 11B



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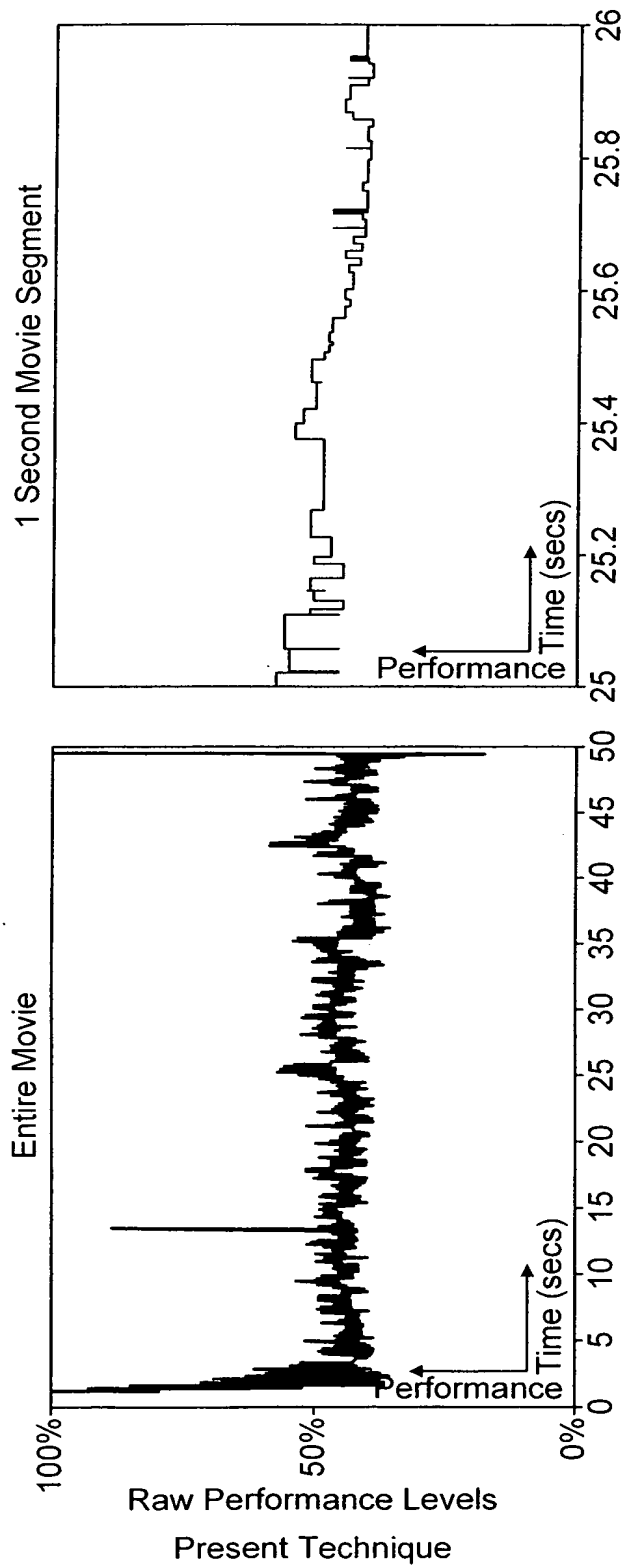


FIG. 11C

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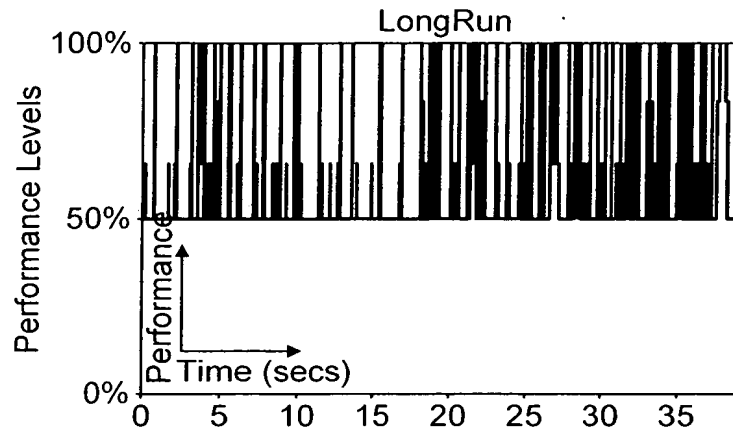


FIG. 12A

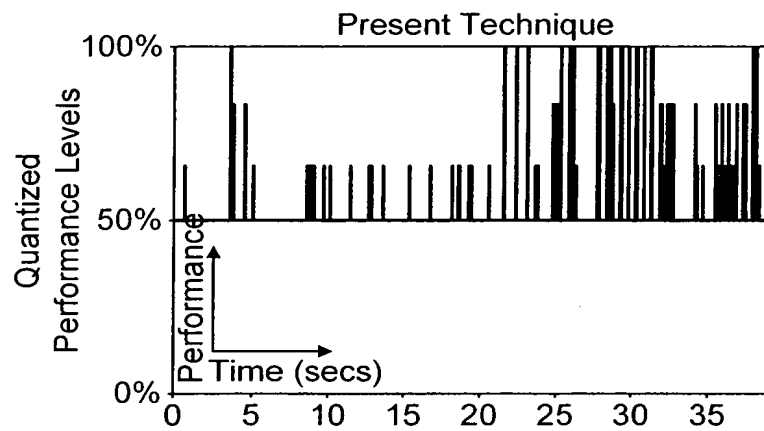


FIG. 12B

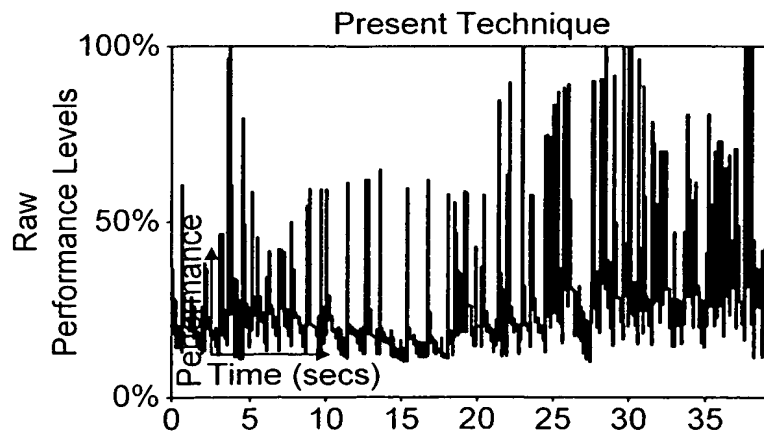


FIG. 12C

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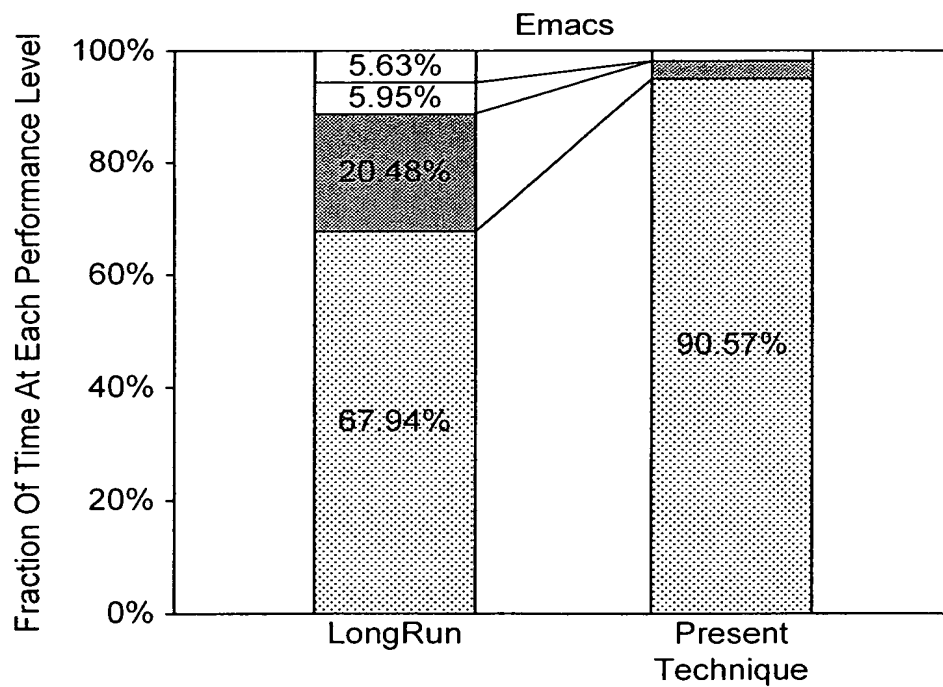
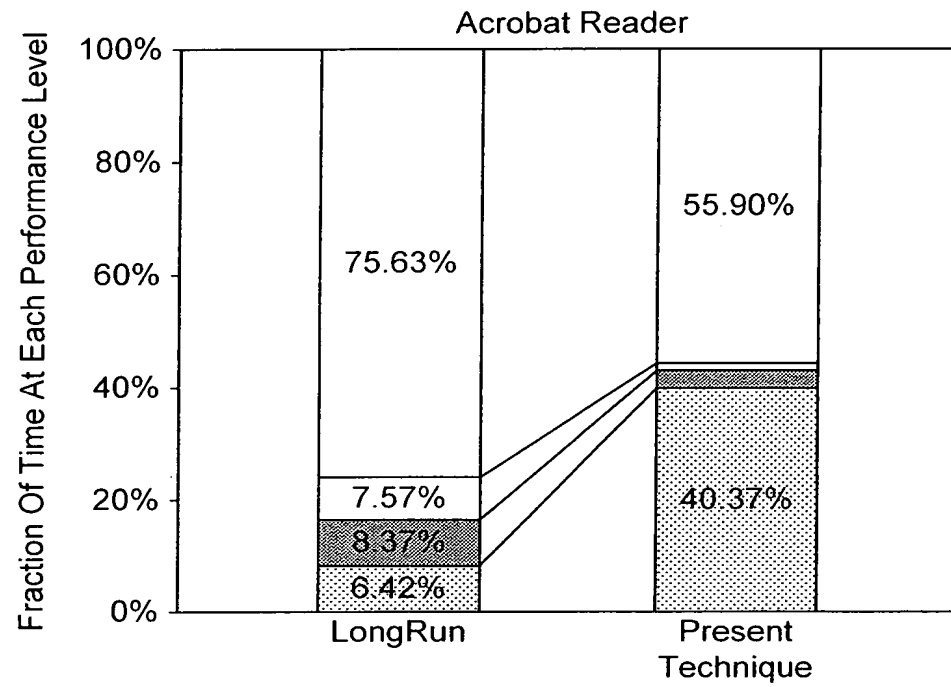


FIG. 13

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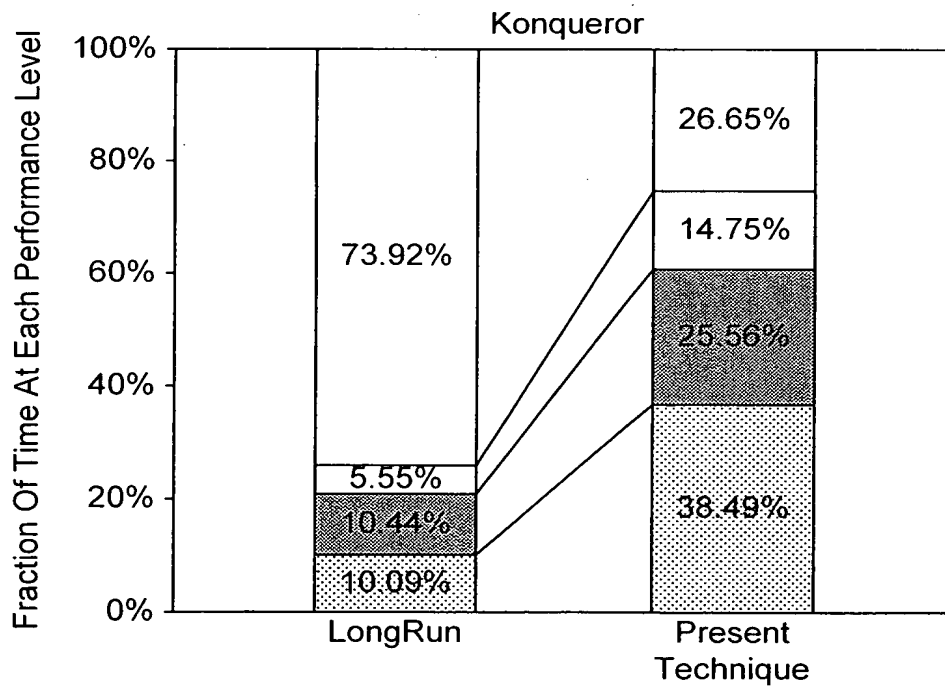
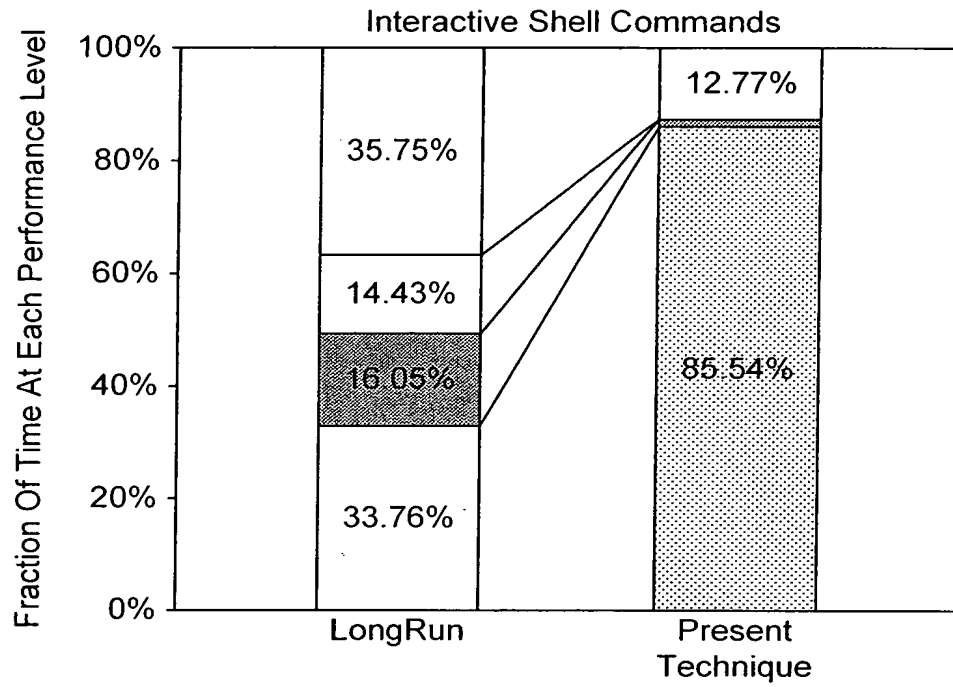
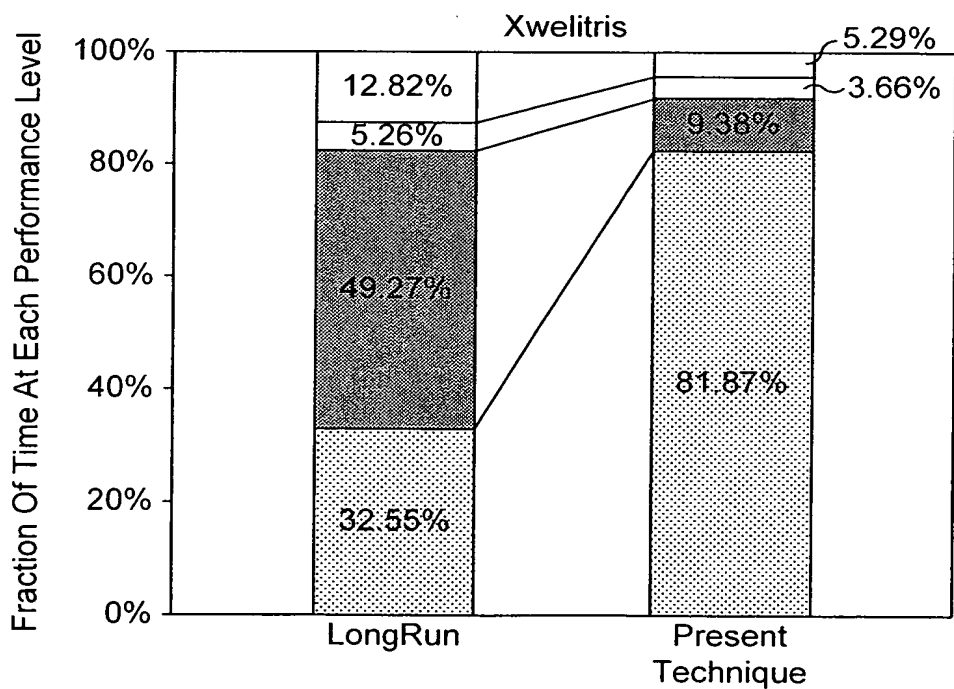
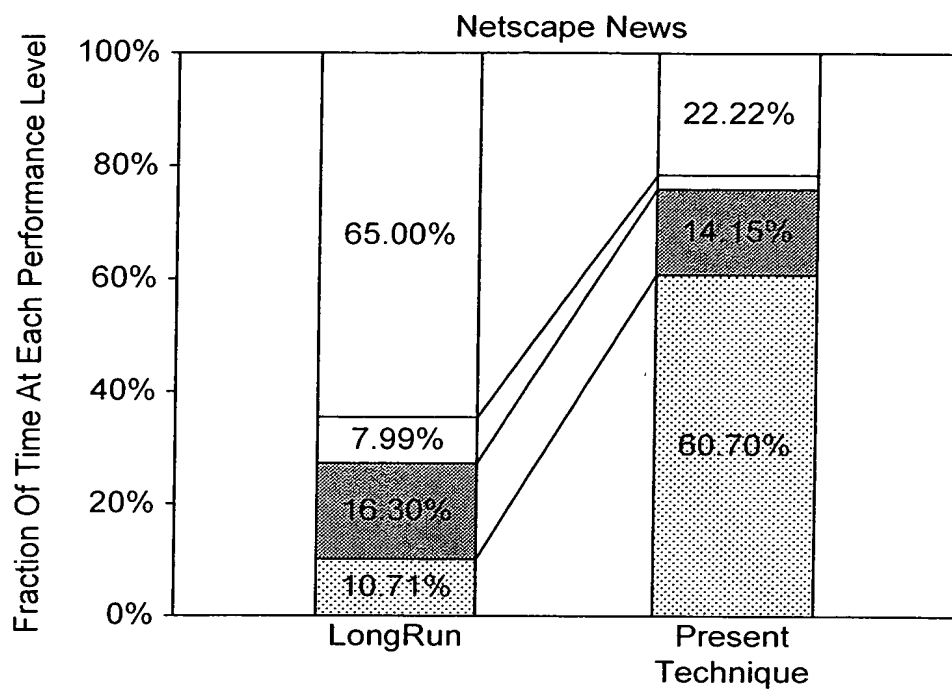


FIG. 13 CONT'D

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**FIG. 13** CONT'D